

# AOL PRESENTS...



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PRESENTED  
AND  
POWERED  
BY



RULEBOOK



## // TOURNAMENT FUNDAMENTALS

### 1.0 BASIC INFORMATION

- 1.1. The Amateur Australian Overwatch Ladder (“AAOL”) is an Overwatch competition run by Amateur Oceanic Esports (“AOEsports”).
- 1.2. To participate in AAOL, each player must agree (or, if under 18 years of age or the age of majority as defined in such player’s country of residence (a “Minor”), such player’s parent or legal guardian must agree on such player’s behalf) to follow these Rules at all times, including Code of Conduct in Section 3.
- 1.3. AOEsports reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules without prior notice.
- 1.4. By participating in any game or match that is part of AAOL, a player is confirming that they have read & accepted these rules.
- 1.5. This competition is not affiliated with or sponsored by Blizzard Entertainment, Inc.
- 1.6. AOE Staff may decide a player’s eligibility to join a roster, or play as a substitute at their discretion at any time without prior notice.
- 1.7. Any reference to “SR” (or “Skill Rating”), is referring to a Player’s competitive rank (or “Skill Division”), converted to an easily digestible number. You may find our conversions on the AOEsports Discord, in the “[aaol-rank-conversions](#)” channel.

### 2.0 GENERAL STRUCTURE

- 2.1. The competition will be played over a five-week-long stage, as a round robin bracket.
- 2.2. Default match time is 7PM Melbourne time on Saturdays.



2.3. At the beginning of the competition teams will be sorted into divisions made up of approximately six teams.

2.3.1. AOEsports will rank teams based on a number of factors, primarily their Overwatch Skill Division (“SD”) and any past participation in the competition.

2.3.2. If at any point during the season a team’s roster changes extensively, the team may be re-assessed as a new team and placed within the competition as a newly registered team would be.

## // TOURNAMENT ELIGIBILITY

### 3.0 PLAYER ELIGIBILITY

3.1. Anyone is eligible to participate as a player in the AAOL except for:

3.1.1. Individuals currently suspended or banned from AOEsports platforms (such as Discord, Twitter, Twitch, ect.);

3.1.2. Other individuals specifically prohibited from participation by AOEsports;

3.1.3. Individuals thirteen years of age and younger who do not have their parent/guardians’ permission.

3.2. Players must provide AOEsports with any details requested, included but not limited to; Battletags, Discord IDs, Career profile screenshots, and email addresses.

3.2.1. All SD must be from the **Current** season of Competitive Overwatch

3.2.1.1. Any SR prior to Overwatch 2 will not be accepted. Players must have placed on Overwatch 2

3.2.2. Players must have placed in at least their listed primary role to participate.





- 3.2.3. Moderators can make exceptions to accepted seasons of competitive play at any time, at their discretion.
- 3.3. If players have multiple game accounts, they must provide AOEsports with the details of the account with the highest competitive rank.
- 3.4. Players may sign up to AAOL in a team.
- 3.5. Players may not change roster more than once per season.
- 3.6. Players may not be part of multiple team rosters within AAOL.
- 3.7. Players who are a part of either Overwatch Champions Series, or the Overwatch World Cup, cannot play or substitute for teams where the rank of the lowest team within that division is less than 4200.

#### **4.0 TEAM ELIGIBILITY**

- 4.1. Each team must have a minimum of five registered players and a maximum of seven.
  - 4.1.1. Each member of the team must nominate a role when signing up or being added to a roster that they will play during matches (Tank, Damage, or Support).
  - 4.1.2. Each member must have completed placement matches on their nominated role, and provide their SD when signing up. All other role SDs are provided optionally by the players.
  - 4.1.3. Each team must have a minimum of one tank player, two damage players, and two support players.
- 4.2. Teams must have a nominated Captain, who must be a rostered player.



- 4.2.1. Captains can be replaced by their team with a supermajority vote;
- 4.2.2. Teams may also have a team manager and may select which they would prefer to be the point of contact.
- 4.3. Teams may change their roster during the season, but all new players must be eligible to join as per Section 3 & their nominated role's SD may be no higher than 5 divisional rankings above the team's original average SD.
- 4.4. Team names may not be rude, crass or offensive in any way & are subject to approval from AOEsports.
  - 4.4.1. AOEsports reserves the right to alter / change team names at their discretion.
  - 4.4.2. Team names may not include or make mention to the following:
    - Countries
    - Religion
    - Race
- 4.5. Rosters may be altered each week outside of the roster lock period.
  - 4.5.1. Rosters are locked from Saturday 2PM Melbourne time to Sunday 11:59PM Sydney time.
- 4.6. If the difference between the highest ranking player on a team (on their primary role) and the 5th highest ranking player on a team (on their primary role) exceeds 1200 SR (after conversion from SD to SR), Staff may look into the team and adjust ranks / remove players accordingly if judged to be needed.
- 4.7. A team's average SR will be calculated from the highest 5 ranks on a team.

## 5.0 PLAYER CONDUCT

- 5.1. Players are responsible for:



- 5.1.1. Behaving in a respectful manner towards tournament officials, other tournament participants, and spectators - refraining from unsporting conduct at all times;
  - 5.1.2. Maintaining a clear and legal game state;
  - 5.1.3. Calling attention to any rule or policy infractions they notice during their matches;
  - 5.1.4. Player account names may not be rude, crass or offensive in any way;
  - 5.1.5. Any form of cheating or interference with tournament operations will not be tolerated;
  - 5.1.6. Any attempt to intentionally alter true results of any match is strictly prohibited;
  - 5.1.7. Do not attempt to interfere with another player's connection.
- 5.2. Players must provide AOEsports with any details requested, including but not limited to; Battle Tags, Discord IDs, Career profiles screenshots, and email addresses.
- 5.3. If players have multiple game accounts, they must provide AOEsports with the details of the account with the highest competitive rank.

## 6.0 SPECTATOR CONDUCT

- 6.1. Spectators must abide by Section 5.1.
- 6.2. Spectators must get permission from both teams to view a match.
  - 6.2.1. If either team revokes permission, the spectator(s) must leave the lobby in a quick and timely manner so as to not disrupt the match.
- 6.3. AOEsports Staff can spectate any match and may extend that permission to others at their discretion (ie; Stream Casters)



- 6.4. Spectators are responsible for remaining silent and passive during matches.
- 6.5. If spectators believe they have observed a rules or policy violation, they are encouraged to alert AOEsports staff as soon as possible.
- 6.6. Spectators that wish to record their team's communications may do so, but must be server muted whilst in team chat. This can be facilitated by a tournament moderator.

## 7.0 ZERO TOLERANCE POLICY

- 7.1.1. AOEsports has a **zero tolerance policy** towards discrimination of any kind, harassment, & bullying.
- 7.1.2. AOEsports will not tolerate discrimination, harassment or bullying towards any individual on our platforms, in-game, or on wider social media. This includes but is not limited to:
  - 7.1.2.1. Threatening and/or targeting users on our platforms.
  - 7.1.2.2. Threatening and/or targeting users on related platforms [EXAMPLE: SOCIAL MEDIA - TWITTER].
  - 7.1.2.3. Releasing personally identifiable information (i.e. name, address, email, phone number, ect.) without prior consent.
  - 7.1.2.4. Expressed intent to harm another user.
  - 7.1.2.5. Racial, sexual or any other form of discrimination and/or harassment is not tolerated.
  - 7.1.2.6. Repeated unwanted and unsolicited contact towards any individual.
  - 7.1.2.7. Engagement with ongoing attacks towards any individual.



- 7.2. Any reports of harassment will be treated seriously, with sensitivity & confidentiality, except insofar as notifying parties directly involved in the incident and appropriate AOEsports staff.
  - 7.2.1. AOEsports reserves the right to conduct due diligence regarding any report under the zero tolerance policy, including but not limited to:
    - 7.2.1.1. Screenshots;
    - 7.2.1.2. Video recordings;
    - 7.2.1.3. Social media posts; or
    - 7.2.1.4. Any form of external media.
- 7.3. AOEsports reserves the right to punish rule violations in the way it sees fit. Violation history will be recorded in accordance with our zero tolerance policy.
- 7.4. Potential punishments include but are not limited to:
  - 7.4.1. Temporary or permanent suspension from participation in all AOEsports tournaments (including as a substitute player.)
  - 7.4.2. Temporary or permanent suspension from AOEsports platforms such as Discord, Twitter, Twitch, ect.
  - 7.4.3. Temporary or permanent limiting of viewable channels in AOEsports Discord.
- 7.5. Individuals should contact AOEsports staff through ModMail or private messaging if they wish to discuss the topic of their punishment for player conduct violations.
- 7.6. Every case will be thoroughly reviewed & investigated. All punishment violations will be peer-reviewed, as to provide a transparent and nuanced verdict.





## 8.0 GENERAL RELEASE

- 8.1. As a condition to being allowed to participate in the AAOL and to the greatest extent permitted by the applicable laws and regulations, entrants agree to release and hold harmless the Released Parties from any liability whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with AOEsports or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other.
- 8.2. Entrants agree to be bound by these rules and by the decisions of AOEsports which are final and binding in all respects. AOEsports reserves the right to alter the Rules at any time, at its sole discretion, and to suspend or cancel the AAOL or any entrant's participation in the AAOL should something affects the administration, security or proper play of the AAOL or AOEsports becomes incapable (determined at its discretion) of running the AAOL as planned.
- 8.3. AOEsports may provide the details such as players, teams, scorelines, recorded matches and tournament outcomes to Blizzard Entertainment at any time.

## // TOURNAMENT MECHANICS

### 9.0 MATCH STRUCTURE

- 9.1. Every match will be a best-of-five map series.
- 9.2. All players must play on the account that they signed up with, unless AOEsports has granted specific approval otherwise.
- 9.3. The team on the left side of the bracket is responsible for setting up the lobby.
- 9.4. Maps



- 9.4.1. Maps and map order will be predetermined & released at the beginning of the season.
- 9.4.2. During every match, maps are chosen from the map pool by the team that lost the previous map.
  - 9.4.2.1. If the previous map was a tie, the team that most recently lost a map chooses the next map.
- 9.4.3. The team that won the previous map or most recently non-tied map chooses whether to attack or defend first.
- 9.4.4. If the score is tied after five (5) maps, teams will play a final tiebreaker game on a map determined by AOEsports.
- 9.5. If the server a match is being played on crashes during the middle of a map, that map will be restarted. If a player cannot rejoin, their team may substitute in another player who are eligible per Section 3.
- 9.6. **Hero Bans** may be put in place at the discretion of AOEsports Staff. Hero Bans will be made public. Heroes that are banned may not be played, and must be disabled in the Lobby Settings.
- 9.7. Players may not use exploits / glitches / bugs to get out of the normally available playable area.

## 10.0 GAME LOBBY SETTINGS

### 10.1. CUSTOM GAME

- 10.1.1. AVAILABILITY: INVITE ONLY
- 10.1.2. PAUSE GAME ON PLAYER DISCONNECT: ON
- 10.1.3. COMPETITIVE RULES: ON
- 10.1.4. KILL CAM: OFF
- 10.1.5. GAME MODE START: IMMEDIATELY



10.1.6. LOBBY NAME: AAOL [TEAM NAME] VS [TEAM NAME]

10.1.7. DATA CENTRE PREFERENCE: Australia 3

10.1.7.1. If both teams agree, another data centre may be used

10.1.8. SKINS: ON

10.1.8.1. If either team requests for skins to be disabled, they must be disabled.

10.1.9. PC PLAYERS ONLY: NO

## 11.0 PAUSES, LATE STARTS & OTHER DELAYS

11.1. Any match in the AAOL may be rescheduled. In order to be rescheduled, a new time for the match must be accepted in writing by both team captains, and then communicated in the public reschedule channel, in the AOESports discord server.

11.2. All teams should be present ten minutes before their match starts. If one team does not have five players ready 15 minutes after the scheduled start time then they forfeit a map every 5 minutes after the initial 15 minutes, unless given leave by the opposing Captain. If the team is not ready by the time that the waiting team has enough points to have won the game, the team forfeits the game.

11.3. A team must have at least three rostered players participating at all times.

11.4. If a team forfeits a match two times in a row without rescheduling agreements, the team will be removed from the tournament.

11.5. *Pauses*

11.5.1. During any match, teams may request a pause at their discretion by posting “p” or “pause” in the lobby match chat within Overwatch, or by direct messaging (whispering) the lobby host.



11.5.2. Each team has ten minutes of pause time over a match. Pause time may be extended if given leave by the opposing Captain.

11.5.2.1. Pauses may not be used until five eligible players have joined the match lobby.

11.5.3. Matches may be paused if a moderator decides a match should be paused. This will not count towards either team's pause time.

11.5.4. Between each map, teams may have a three minute break that does not count towards pause time. Further time spent counts towards pause time once one team is ready to restart play.

11.5.5. If a player disconnects due to a personal network or hardware issue and cannot rejoin, the team can wait for ten minutes before they must continue without them or forfeit the map.

## 12.0 POST MATCH PROCEDURES

12.1. All scores must be reported in the appropriate place as soon as possible.

## 13.0 SUBSTITUTIONS

13.1. For a player to be eligible to substitute, they must:

13.1.1. Meet player eligibility requirements of Section 3;

13.1.2. Play on their highest ranked account;

13.1.3. Be no higher than 3 divisional rankings than the rostered player they are replacing on the nominated role.

13.1.4. Play on the **primary role** listed for the rostered player that they are replacing.

13.2. A team must have a minimum of 3 main roster players, and can at maximum have 2 substitutes.



- 13.3. All substitutes must be approved in advance by AOEsports.
- 13.4. Players must submit appropriate documentation to AOEsports to have their substitute players approved, as follows:
  - 13.4.1. A screenshot showing the SD of the rostered player they are substituting out; and
  - 13.4.2. A screenshot showing the SD of the substitute player they are substituting in.
  - 13.4.3. **AOEsports will use the SD of players from the submitted screenshots to determine substitute eligibility.**
- 13.5. All players must play their nominated role during every match. If a player wishes to play a different role, they must be eligible to as per substitute rules 13.1 & explicitly be approved by AOEsports.
  - 13.5.1. Approval can be requested at any time by submitting the SD for any given role to AOEsports moderators. Once approved, players may have their SD for that role logged on the AAOL Megasheet for future reference.
  - 13.5.2. Players may not switch roles within a map, but may switch roles between maps.
- 13.6. Teams may swap in players, between maps only. Provided they are part of that team's roster, or eligible to be a substitute.

## 14.0 STREAMING & RECORDING

- 14.1. Any match may be streamed or recorded on a two minute (120 second) or longer delay.
- 14.2. No videos or streams (of anything related to AOEsports) that are found to be offensive can be made/produced.
- 14.3. AOEsports may request a copy of the video/stream produced.





## 15.0 OTHER

- 15.1. At all times while playing a match, all players are required to be in their team's dedicated voice channel within the AOEsports Discord Server.
- 15.2. Players may send "dacharley" (herein "Dani") a "Do you wear wigs?" in DMs, to receive one free picture of an elf wearing a Wig.
- 15.3. AOEsports reserves the right to punish rule violations in the way it sees fit.
  - 15.3.1. AOEsports may force match forfeiture upon teams with invalid rosters;
  - 15.3.2. Players with a Blizzard Entertainment, Inc. account in bad standing may be disallowed from AOEsports tournaments at AOEsports discretion.
- 15.4. If Blizzard Entertainment, Inc. releases a new map or hero for Overwatch during the tournament, then they will generally be disabled throughout the tournament, until Blizzard Entertainment, Inc. releases them for competitive play. AOEsports may decide to keep heroes or maps disabled for longer periods of time.

## // COLLEGIATE

### 16.0 UNIVERSITY DIVISIONS

- 16.1. A University Team is a team participating in the AAOL;
  - 16.1.1. under the name of a recognised University within Australia or New Zealand
  - 16.1.2. that has been granted permission by said university to have their University name included in the team name - this can be in the actual team name (ie; "RMIT Red"), a prefix (ie; "[QUT] Hex"), or a reference (ie; "Swinton" - for Swinburne).



- 16.1.2.1. *In the case of a University having multiple campuses in different regions, team names may need to adjust accordingly.*
- 16.1.3. whose roster - inclusive of Manager / Captain, but excluding Coach, is composed entirely of students attending that specific university. Alumni are not approved.
- 16.1.4. that has provided a University contact to Gatt on AOEsports. The Contact must be within the universities "E-Sports / Overwatch" club, and represent the University.
- 16.1.5. that has been approved by AOEsports to play in the University division(s), as a valid University team
- 16.2. Players on a University team will be representing their University. Any infractions made by individual players / teams will affect the entire university as a whole within the University Divisions. Such infractions, depending on the severity will be passed along to the University contact.
- 16.3. University teams ignore Rule 4.6